HOW TO PLAY

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of The Adventures of Bayou Billy, one of Konami's many original designs for the Nintendo Entertainment System. We suggest that you read this instruction manual thoroughly before playing the game.

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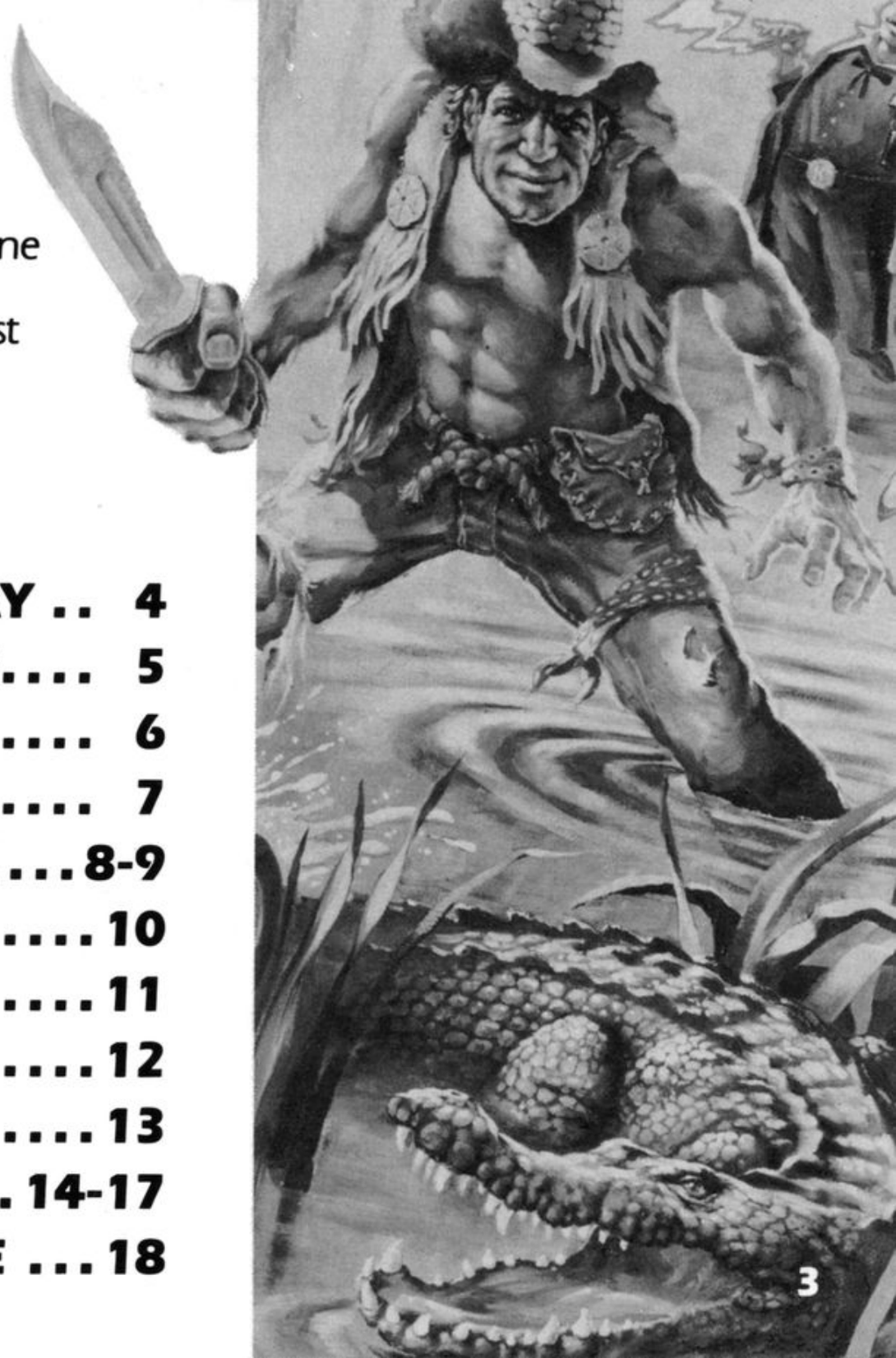


HOW FAR WILL YOU GO FOR THE GIRL OF YOUR DREAMS?

A long, black cottonmouth quietly snakes across the porch of your Bayou Bungalow, his moist back shining in the moonlight. But you pay no mind to your visitor. You're too lost in love after walking your best girl, Annabelle (the sweetest honey this side of a bee's nest), home from the Jambalaya Jamboree, where you romantically bobbed for crawdads and shared a bowl of fillet gumbo. You're also satisfied from smashing Gordon's (the gangster king of Bourbon Street) Red Beans 'n Rice Warehouse, the fabled headquarters of a global smuggling network.

Suddenly, a speeding limo peels across your moss infested lawn. Bullets strafe your gutters, scaring birds from their roosts and driving you to the ground. When the smoke clears, you see a rock beside your head with a note attached. It reads:

"Dear Mista Bayou Billy, Cause of your meddlin' in my livelihood, I've taken measures to end your hankerin' for bravery. Your cherished Annabelle is hold up here on my plantation, and lessin' you stop messin' with my business she ain't never gonna grace your neck of the swamp again! Threateningly yours, Gordo."

You crumple the note and holler like a riled gator. Fire dances in your eyes, and sweat beads on your hands and forehead. You reach for your foot long blade, knowing what you must do.

HOW TO PLAY

Rescuing your beloved Annabelle is anything but easy, and you'll have to be willing to make the ultimate sacrifice for the ultimate Cajun Queen.

Nine perilous stages await your backwater courage, as you tangle with man-eating crocodiles, pistol totin' henchmen and armed limos. You've even got to be on the lookout for bomb dropping Cessnas (and you thought pigeons were a menace). Along the way, from the slimy swamp to the Gangster King's rat packed plantation, be sure to pick up weapons and supplies left behind by ruthless gang members.

To begin, choose the game you wish to play—either Game A or Game B—on the title screen. Do so by moving the cursor using the Select Button, and then press the Start Button.

If you select Game A, you'll use the Gun System during Stage 7. If you select Game B, you'll use the Controller during Stage 7. (For details on how to use the Gun System,

see the gun handling manual from your Nintendo. To use the Controller as a firearm, see page 6 of this instruction book.)

You can also choose the Training Mode. During this mode you'll practice street fighting, gun shooting or car driving.

The final option offered on the opening screen is the Game Sound Effects mode. In this mode you can listen to all of the music and sound effects from the game. To operate, simply move the cursor up or down using the Select Button to pick your favorite tune. Start the music by pressing the B Button. Stop it by pressing the A Button.

The game ends when the life meter of your third and final man dwindles to zero, or when you rescue Annabelle from the clutches of that mafia menace.

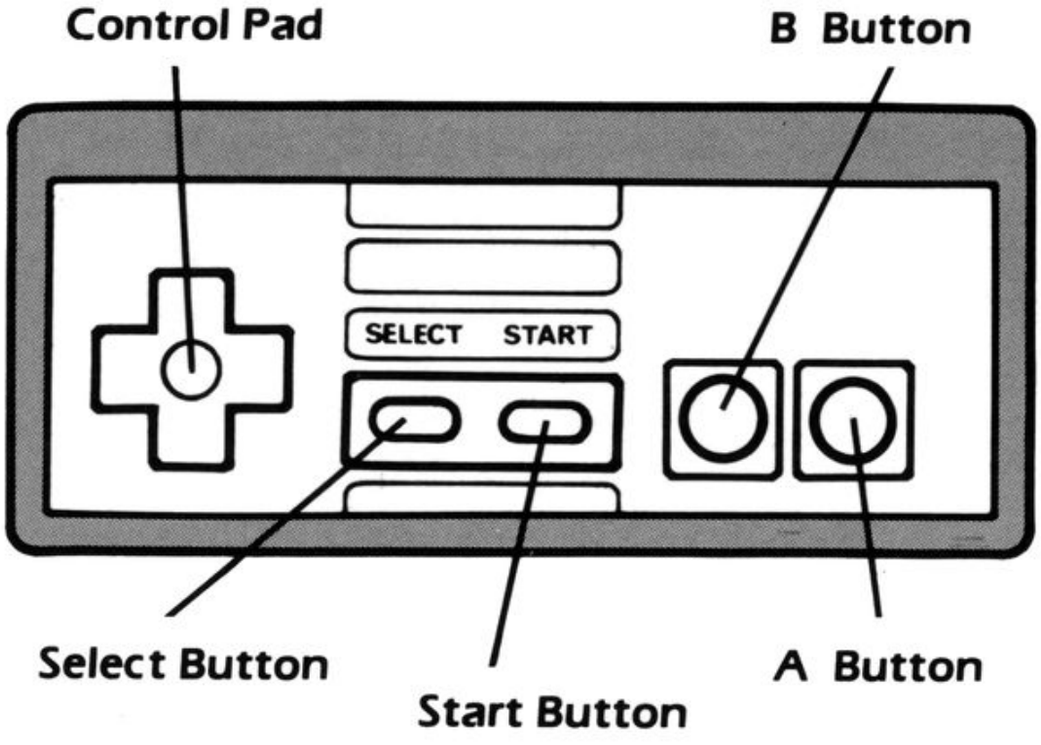
By the way—if you're wonderin' if all this fightin' and a drivin' and a shootin' is worthwhile, just ask any red blooded fella who's ever seen Annabelle. He'll tell ya that the risks are well worth the reward!

THE HERO AND THE HEROINE

Bayou Billy Raised by a family of gators, you've grown into a legend. You're a regular swamp superhero, and all the southern belles love your brute strength and Cajun charm. Of course, your heart is reserved for only one belle.

Annabelle Bon Vivant An ex Miss Louisiana, Annabelle is a cross between Scarlett O'Hara and Ellie May Clampett. She's the most beautiful babe in the bayou, a three time cover girl for the glamour magazine – Swamp Digest.

THE CONTROLLER AND ITS FUNCTIONS



CAR DRIVIN'

Press the Control Pad DOWN to decrease speed or UP to increase speed.

Press the control Pad LEFT or RIGHT to move left or right on the screen.

Press the A Button to toss dynamite at the Gangster King's attacking aircraft.

Press the B Button to blast enemy limos or other obstacles that stand in your way.

STREET & SWAMP FIGHTIN'

Press the Control Pad LEFT or RIGHT to move forward or backward.

Press the Control Pad UP or DOWN to move up or down on the screen.

Press the Select Button to switch to the gun mode.

Press the A Button to kick.

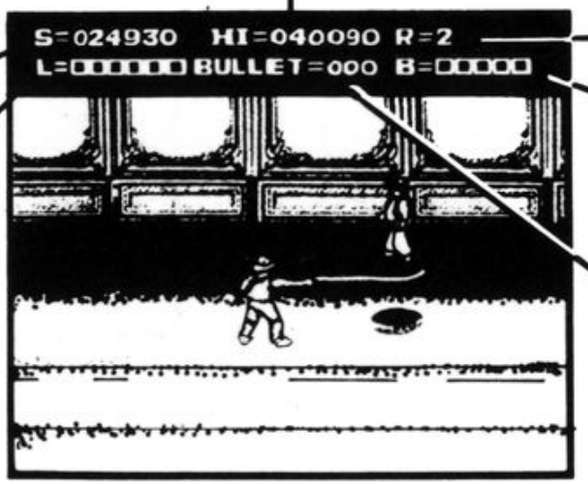
Press the B Button to punch, snap the whip, fire the gun, slash with the knife, etc.

Press the A Button together with the B Button to jump-kick.

GUN SHOOTIN'

Remember, if you're in Game A, use the Gun System, and if you're in Game B, use the Controller as a firearm. If using the Controller, press the Control Pad to line up the gun sight with the enemy, and press the A Button to fire.

SCENES FROM NEW ORLEANS



High Score

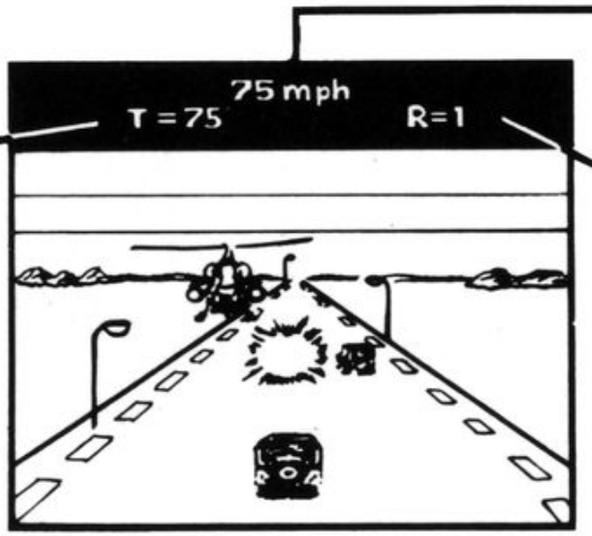
Score

Billy's Life Line

Number of lives remaining
You begin the game with three lives.

Boss's Life Line
This is Gordon's life line. When you finally reach him in Stage 9, you must end his Life Line before he ends yours to rescue Annabelle.

Number of bullets remaining



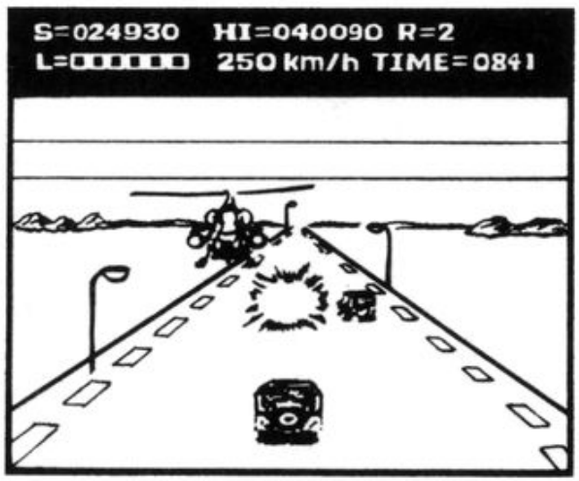
Time
If you fail to clear a Car Drivin' scene before the time limit expires—you expire.

Speed
The max speed is 180 miles per hour.

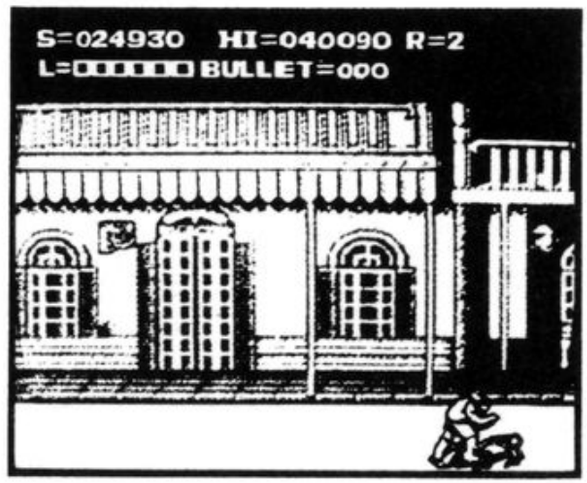
Number of lives remaining

FROM THE SWAMP TO YOUR SWEETHEART

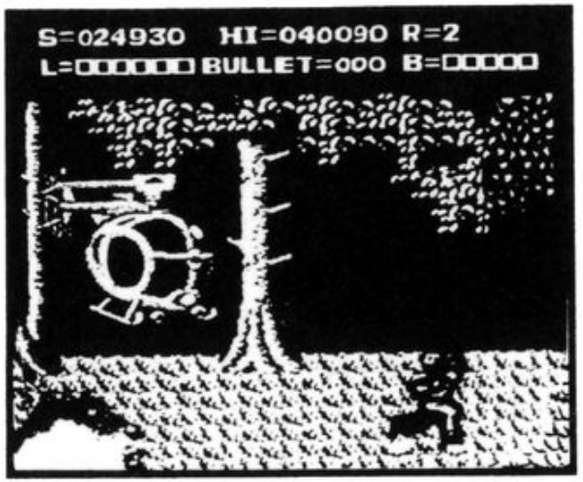
STAGE I
Bayou's Backyard



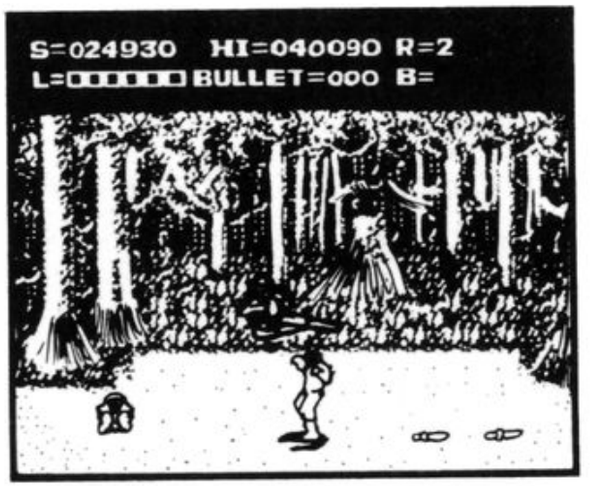
STAGE V
Superdome Drive
(Car Drivin' Stage)



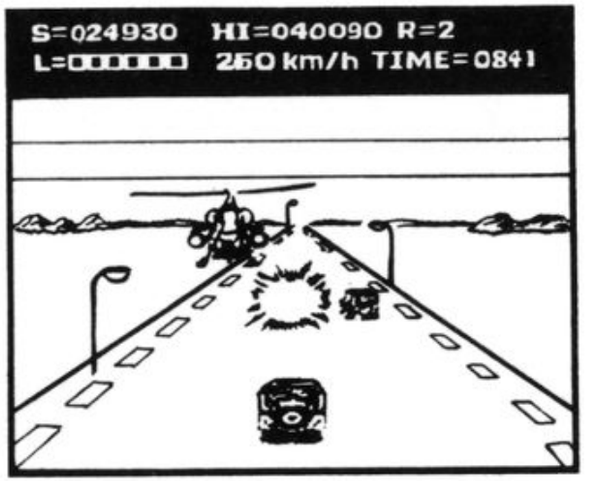
STAGE VI
The French Quarter
(Ooo-La-La!)



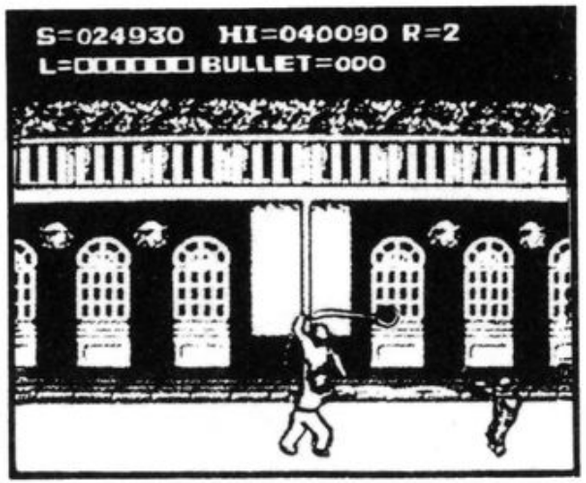
STAGE II
Deep in the heart of
the Dixie Swamp
(Gun Shootin' Stage)



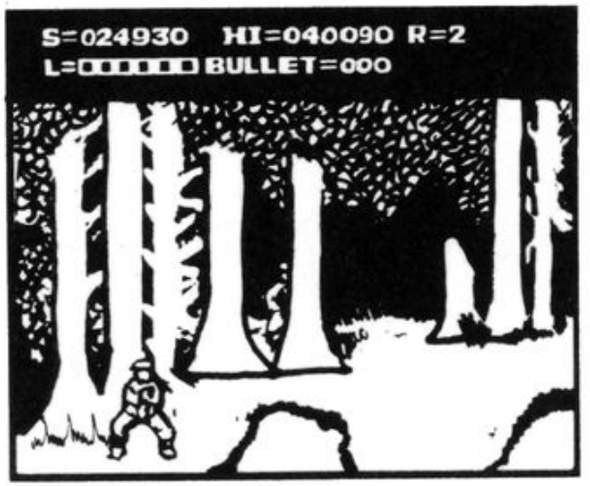
STAGE III
Gator Alley



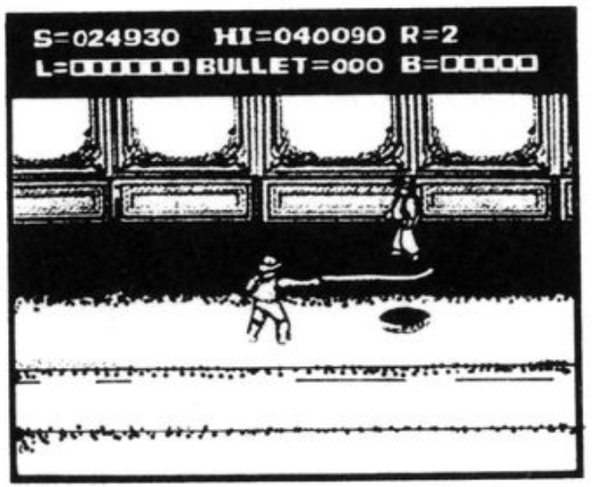
STAGE IV
I-10, the road to New Orleans
(Car Drivin' Stage)



STAGE VII
Gordon's Gateway—
AKA: Murderers' Row
(Gun Shootin' Stage)



STAGE VIII
Hitman's Yard



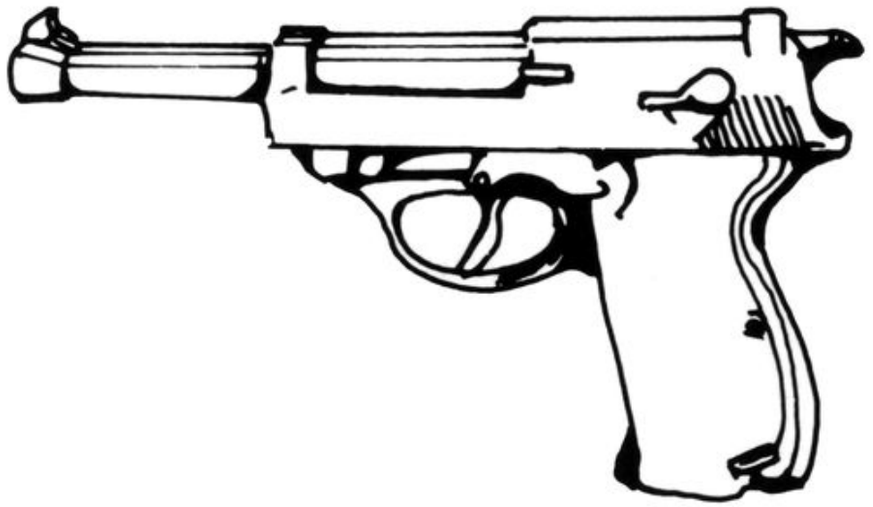
STAGE IX
The Perilous
Plantation Parlor

WEAPONS

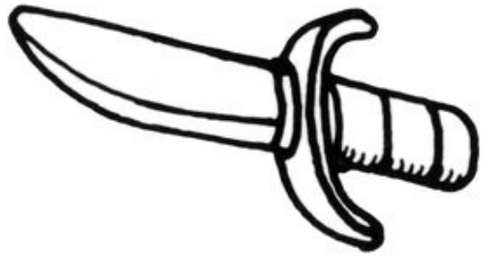
After whompin' certain henchmen, they'll drop a weapon. Be sure and pick up these armaments to defend yourself.

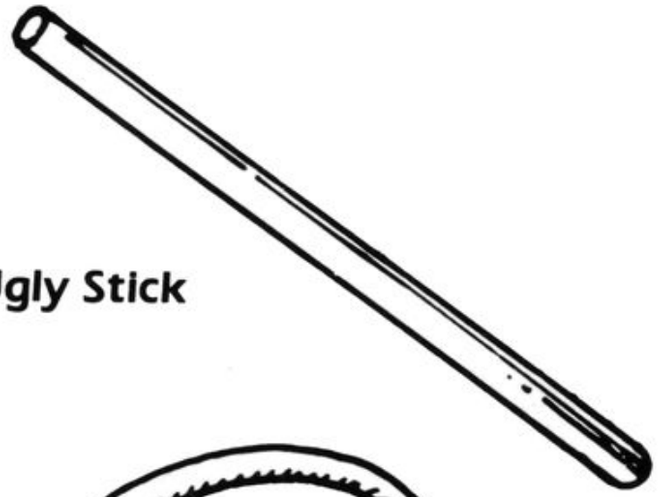
NOTE: You can only carry one weapon at a time, with the exception of the gun—which you can carry as long as you have bullets.

The Magnum To use, press the Select Button. Press the B Button to fire.



The Foot Long Blade





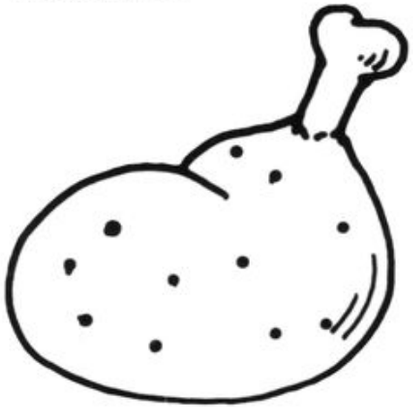
The Ugly Stick

The Whipper Snapper

SURVIVAL GEAR

If a gangster drops this gear, be sure to grab it. If not, you may find your Life Line cut short.

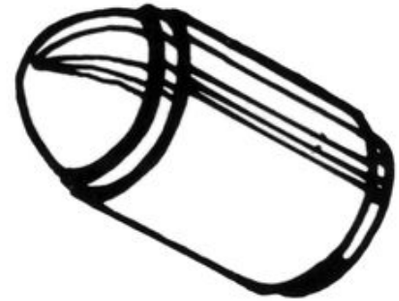
RAW MEAT
Replenishes your Life Line.



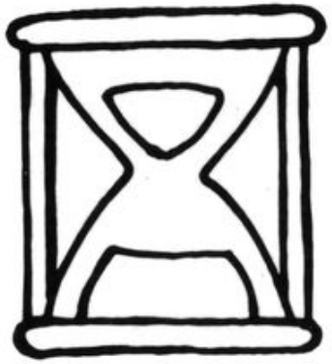
BULLET PROOF VEST
Partially eliminates damage inflicted by the bad guys.

FIRST AID BOX
Replenishes your Life Line.

BULLETS
Collect these babies for extra ammunition.



HOURGLASS
Prevents your bullet supply from diminishing.



STAR
Wipes out all of the enemies on the screen in one crushing blow.

GASOLINE CANS
Add bonus time during the Drivin' Scenes.

HOW TO CONTINUE

When the game ends, a clock will appear and tick down from 9-0. Press the Start Button before this time expires, and you'll continue at the beginning of the stage in which you perished.

The maximum number of times you can extend your adventure is 5.

BONUS LIVES

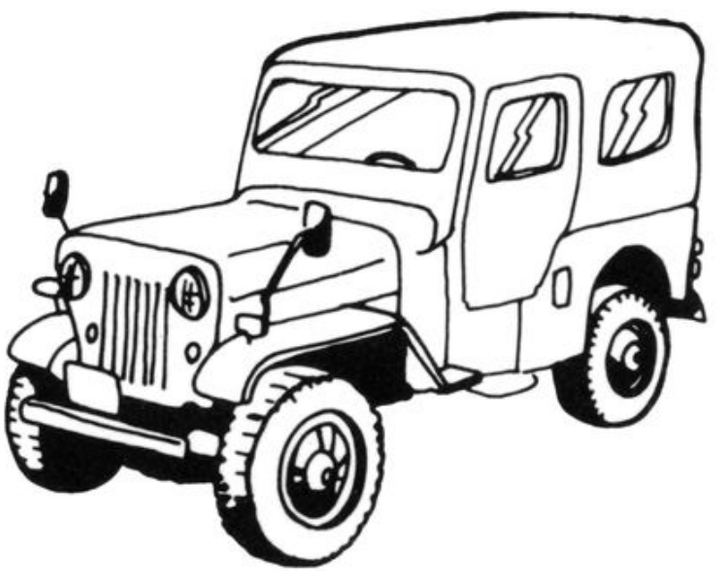
After reaching 20,000 points, you receive one extra life. For every 30,000 points thereafter you'll receive another extra life.

Billy's Blazer

ATTACK VEHICLES

The Whirlybird

The Smuggling Plane



The Swamp Stomper

GORDON'S GROUPIES

Hurricane Hank

Jacques Killstow

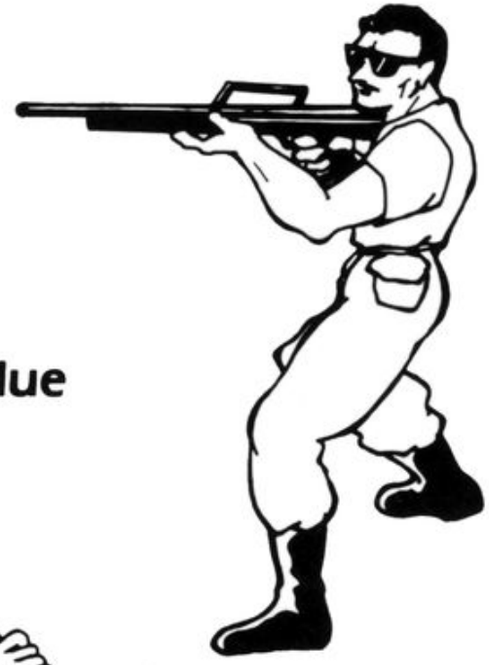
Tolouse L'attack

Thugs McGraw

A. L. Hurt

Luis Tor-Ture

Blackie Blue



Kalishnikov

Migrane Mike

Mr. TNT

Wild Bill Yonder

The Accelerator

Vito L'angolo

Marty Graw

Schwartz N. Eiger

Lightning Rod

The Cajun Cut Throat

Swamp Gas Charlie

Kid Creole

Rocky & Rocco:
Heirs to Gordon's Underworld Throne

Godfather Gordon,
The Gangster King of Bourbon Street

Treat Your Konami Game Pak Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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